THE EPSILON OUTCOME

Game Manual

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Game Engine
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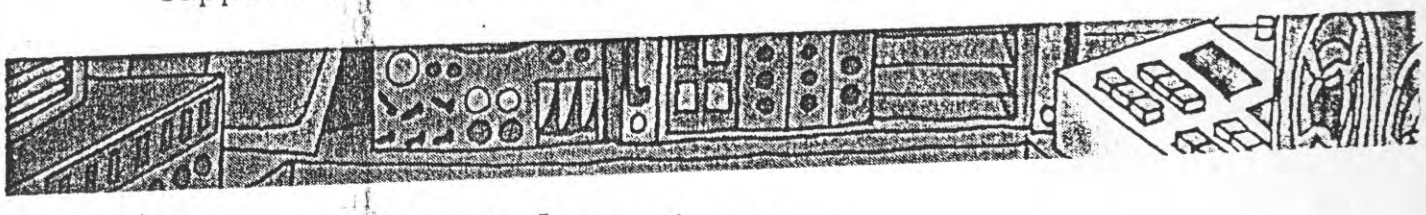
Overview

An adventure game is an interactive story where you control the main character onscreen. The main character in this game is a guy. The goal of the game is to send help and complete your mission, while avoiding alien abduction and mental breakdown. You must discover the secrets of your foreign surroundings and bring together pieces that are the key to your success. Otherwise, you will wander aimlessly for a long, long time.

Installation

Follow these steps to run your adventure game on a personal computer:

1. If you haven't already done so, download the game and extract it or run the installer.
2. If you are running Windows, you may have the option of running the "Winsetup" configuration utility that comes with AGS adventure games. This game is meant to be immersive; it is recommended, if your system supports it, to run in fullscreen—not to run this game in a window.



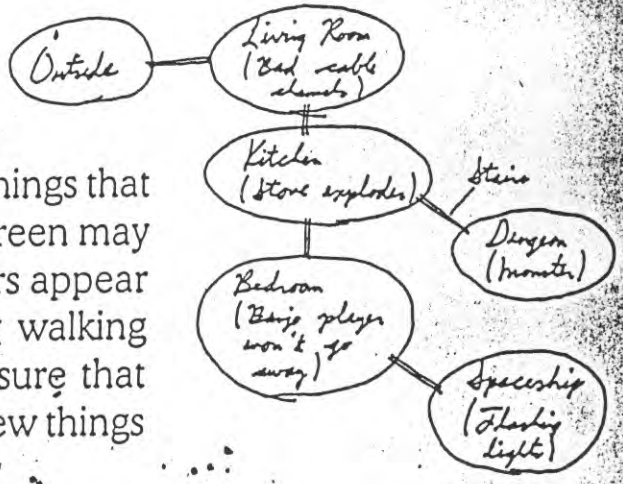
Tips for the Adventurer

Here are some tips and unsolicited advice on playing an adventure game like this one. Pick and choose what you want; your mileage may vary.

1. You can move around and interact with the world using the instructions in the next section. For those of us who need help, there is a walkthrough included at the end of this manual.
2. Because of the dangerous nature of the game's world, save your game often. Even so, it is impossible to die in this game. (Sorry to those who play an adventure game so they can die in every way possible). But save often because the poor developer may not have covered all of his bases when he dealt with testing the game. Goodness knows if there could be a system crash or a bad state. And you might want to review a missed clue in a conversation, replay a sequence, or listen to a particular bit of music again.

Meet Joe 7:30 pm Tues

3. Look around at as much stuff as you can, and take anything that isn't nailed down. (Well, actually, you need to eventually take a ladder that is nailed down, but that's a different matter). Read carefully for important clues.
4. Key clues come in conversations with other characters, so exhaust all possible conversation topics.
5. Map your progress through the world by drawing something like what's to the right. Make notes about landmarks, objects found, and other things that may be interesting. In this game, a screen may change as events occur and characters appear and disappear. If you get stuck, try walking through all of the locations to make sure that nothing new has appeared, as these new things are needed for completing the game.



6. Play along with a friend. Be social. Two heads are better than one and two sets of eyes will spot more clues.
7. If a character refuses to do something or offer a desired topic of conversation, don't work too hard to try to work around it. The character may be more willing to cooperate when the time is right. Likewise with using and finding objects. The game was never intended to be a pixel-hunting exercise.
8. If you've tried everything, use Google to find a walkthrough. Walkthroughs usually magically appear after an adventure game has debuted online.

Playing the Adventure

When playing the game, the screen or window is filled with a background, objects, and/or characters, and you interact with them by using the mouse. Or, if you have one of those newfangled tablet PCs, you can tap with your finger.

Title Screen

When the game first appears, the *Epsilon Outcome* title is displayed along with three icons. This is what they do:

- **New:** Begins a new game. The opening cutscenes introduce the game's story, and when the regular game icons appear, the new

game is ready to play. The cutscenes may be skipped by pressing the ESC key.

- **Load:** Restores a previously-saved game.
- **Quit:** For those who started the game by accident, this comes in handy.

Game Actions

Icons appear in the upper-left hand portion of the screen during normal gameplay. These pick what a left click or tap on the rest of the screen will do, including:

- **Magnifying Glass:** Examines the portion of the screen that is clicked or tapped, giving useless drivel or occasionally-useful information.

- **Hand:** Causes action. Interacts with the object or character that is clicked or tapped; this may end up causing the main character to walk, an item to be picked up and added to the inventory, or a conversation to be started with another character.

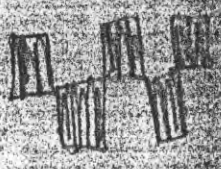
- **Backpack:** Opens the Inventory Window and the System Bar
- **Active Inventory:** Use the currently selected inventory item on the place that is clicked or tapped. If the inventory item is used on the main character, then the main character tries to manipulate the inventory item. Nothing will appear here if there is no active inventory item selected.

Use the right mouse button as a shortcut for cycling through three of these functions (Magnifying Glass, Hand, Active Inventory, Magnifying Glass, Hand, Active Inventory, etc.) without having to actually click on the respective icon.

In some screens, especially close-ups of things being examined, the icons on the top of the screen may disappear and the word "Exit" will appear in the lower portion. To exit these close-ups, click or tap on "Exit" or along the empty borders of the screen.

Inventory

The Backpack Icon causes the Inventory Window and System Bar to appear. The TAB key will also do this. While these are visible, the game is paused. The Inventory Window lists all of the items that the main character is carrying as icons. While the Inventory Window is visible, a click or tap on an inventory item



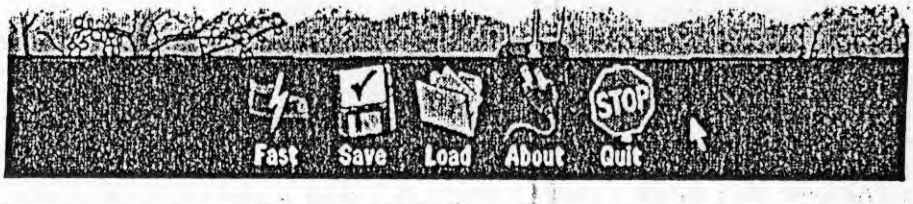
will cause one of these things to happen, depending upon which of these is active:

- **Magnifying Glass:** If this icon is active, then sometimes-useful information will be displayed about the inventory item. For example, if you have scissors in your inventory, examining the scissors would tell you information about the scissors.

- **Hand:** If this icon is active, then the inventory item will become the active item, and the mouse cursor will change likewise. For example, if the Hand Icon is active and you click on the scissors inventory item, then the scissors will become the active item. You can then use the scissors in the game.
- **Apply:** Then, if an active item is already selected while the Inventory Window is open, that active item can be used on *another* inventory item. So, if the scissors are the active item, and you have a sheet of paper in your inventory, then clicking the scissors on the sheet of paper would likely cause the sheet of paper to be cut up.
- **Manipulate:** If an active item is selected and that same item is clicked or tapped in the Inventory Window, then that item can be manipulated. This can also be done by double-clicking on an inventory item, or using the inventory item on the main character. For example, if you have a flashlight in your inventory, you would manipulate it to switch it on or off.

- **Close Inventory:** A click or tap on the Backpack Icon or outside of the Inventory Window will close the Inventory Window, resuming gameplay. The active inventory item can then be used on the current screen.

System Bar



The System Bar is the bar of icons that partially appears at the bottom of the screen whenever the Inventory Window is opened through the use of the Backpack Icon. The System Bar may also be opened fully by pressing the ESC key. This is what the icons do:

- **Fast:** This will toggle on and off the ability for the main character to walk fast. This can be done to optionally speed up gameplay. This

does not increase the game's difficulty in any way. A yellow border will appear when this function is switched on.

- **Save:** Saves the game-in-progress so that the point in time may be later restored. When the Save Window appears, you may enter a description for your saved game before clicking on the "Save" button. If you select an existing saved game, it will be overwritten. Even though it is impossible for the main character to die, it is recommended to save often under different descriptions to make it easier to go back and review a conversation or sequence, recover from possible bugs in the game, etc.

- **Load:** Restores a previously-saved game. Unless the current game had recently been saved, the current game is lost when a game is restored.

- **About:** Displays game credits.

- **Quit:** Closes the game. Be sure to save the current game before closing; otherwise it will be lost.

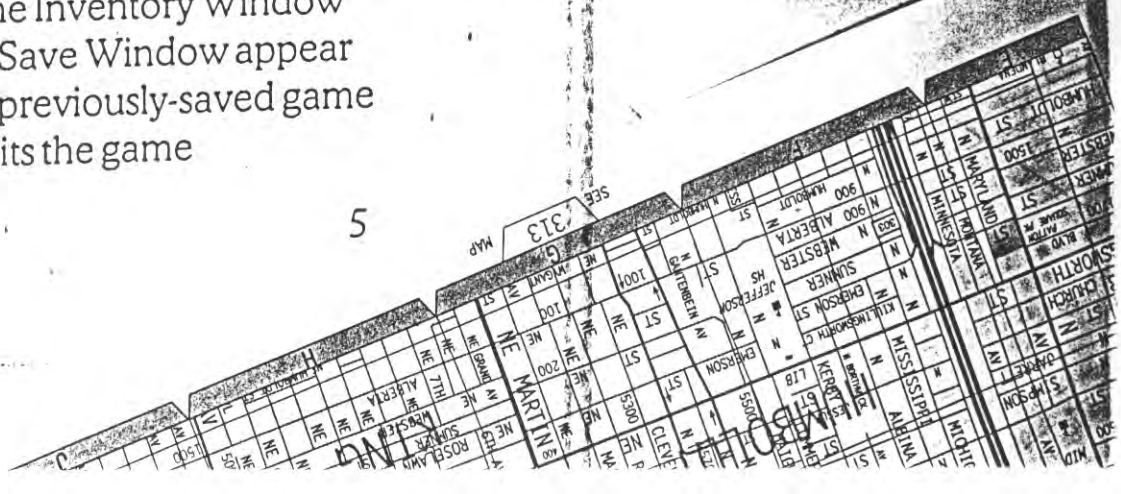
Conversations

Throughout the game you will encounter characters that can be talked to. To begin a conversation, select the Hand Icon and then click or tap on the character. A list of topics will then appear at the bottom of the screen. These can be selected by clicking or tapping on them. Many topics will disappear as they are conversed, while new topics may appear as a character discloses information. Normally the last conversation topic will end the conversation for the time being until you decide to converse again.

Key Shortcuts

These keyboard shortcuts may be used during the game

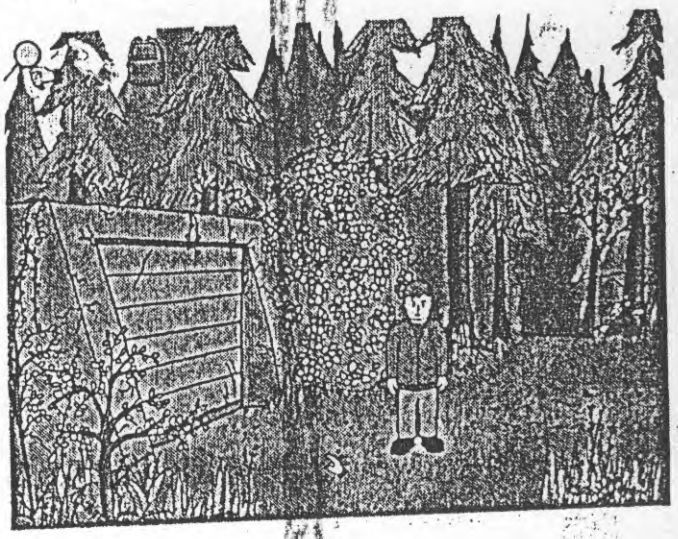
- **ESC:** Toggles on and off the System Bar which has options for saving and restoring games as well as quitting. While it appears, the game is paused.
- **TAB:** Shows the Inventory Window
- **F5:** Makes the Save Window appear
- **F7:** Restores a previously-saved game
- **CTRL+Q:** Quits the game



Introductory Walkthrough

This walkthrough will acquaint you with the *Epsilon Outcome* gameplay.

At the game's title screen, click on the New Icon to begin a new game. Watch the introductory sequence to find out how much trouble you are in. The sequence will end on a screen that shows the joining of three trails outdoors next to a mysterious structure with a garage door.

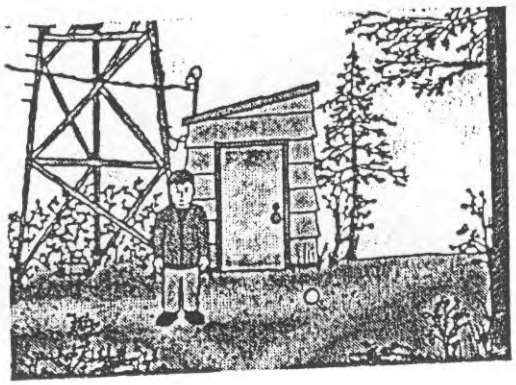


Two icons appear on the top-left of your screen: a hand (for "do" and "walk to" actions) and a magnifying glass (for "examine" actions). Let's investigate the surroundings. Select the Magnifying Glass Icon, and:

- Click or tap on the garage door.
- Click or tap on the big bush next to the garage.
- Click or tap on the area where the trails join together.
- Click or tap on the brush that is at the bottom of the screen.

Great. All of that gave absolutely no good information whatsoever. Let's try opening the garage. Select the Hand Icon, and then click or tap on the door.

Brilliant. Still nothing. Let's try another screen. Make sure the hand icon is still selected, and then click or tap on the trail that heads toward the top of the screen. (Let's say that this is the north direction). The main character will now walk north and the screen will change.



Interesting. Here is a little shack next to a radio tower. There is a trail that goes north next to the shack (even though you can't really see it because it goes downhill) and another direction that goes off to the left, or west). Let's look at what's around here. Click on the magnifying glass icon, and:

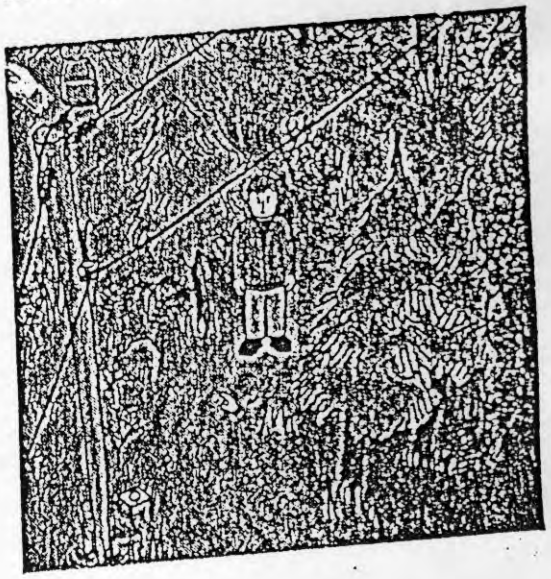
- Click or tap on the tower.
- Click or tap on the rungs on the left side of the tower.
- Click or tap on the radio shack door.
- Click or tap on the little gray block that's at the base of the tower.

Alright, we've looked around; let's now try to do something. Select the Hand Icon, and:

- Click or tap on the radio shack door.
- Click or tap on the rungs on the left side of the tower.
- Click or tap on the little gray block that's at the base of the tower.

Not a whole lot can be done on this screen right now. You may have an idea of what kinds of inventory items you'll want to look for in other parts of the game. For the meantime, try exiting to the left by clicking or tapping on the very left of the screen near the left trail. The screen will change to another scene.

Okay, now there's a screen where there's a trail and a power pole with wires, and the orientation is screwy. That's because the game's author didn't plan out all of the game's screens very well. As it is, the main character enters from the east end and heads down a hill toward the west end. Or, maybe there was a connecting trail that oriented the main character over to the west a bit and then down toward the south. Anyway, don't worry about it. Look around. Select the magnifying glass icon, and:

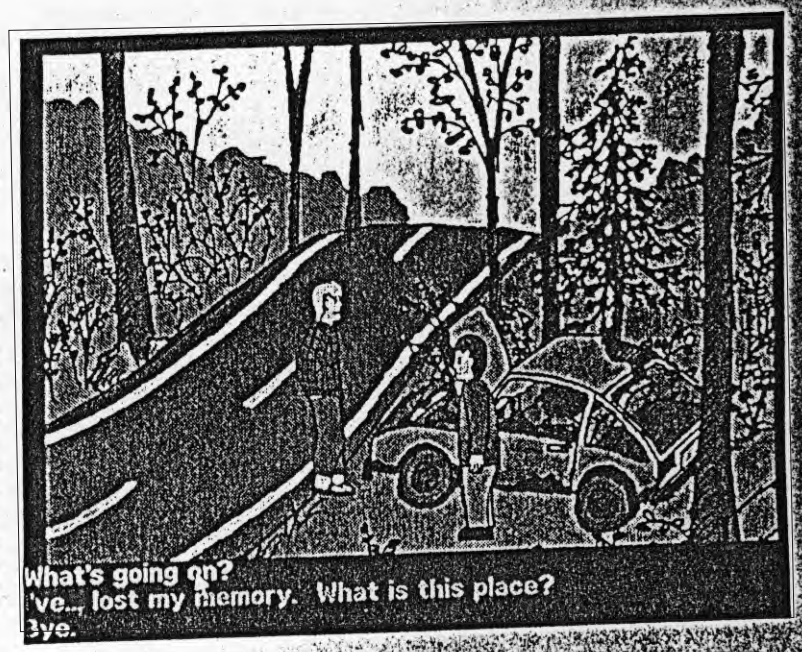


- Click or tap on the power pole.
- Click or tap somewhere on the trees.
- Click or tap on the path.
- Click or tap on the geographic marker.

Well, that's that. Let's try interacting with something. Select the hand icon and click or tap on the geographic marker. Now walk off the bottom of the screen.

Aha! On the next screen is a guy who's working on his dead car. Let's first check out the surroundings. Click on the magnifying glass icon, and then:

- Click or tap on the car.
- Click or tap on the road.
- Then, click or tap on the character.



Now, let's try interacting with the guy. This will be done with the hand icon. Select the hand icon, and then click or tap on the character. He will begin talking to you by saying "Dude!" That's because that is the type of person he is.

He'll say stuff to you. Find out if he knows anything about the area. Work through the conversation topics until you can get no further. You will eventually find that he wants battery cables for his car. This is a puzzle to solve within the game, as there may be something that he can provide to you in exchange. Or maybe not. You may need to be persistent with him.

That ends the Introductory Walkthrough. You should now have an idea of what the *Epsilon Outcome* gameplay is like.